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Mega POWER

DECEMBER 1994
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ISSUE 17
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NOVASTORM
SNATCHER
MICKEY MANIA
LETHAL ENFORCERS II

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★ MICKEY MANIA ★ SNATCHER ★ NOVASTORM ★
★ WORLD CUP GOLF ★ LETHAL ENFORCERS II ★
★ DUNGEON MASTER II ★ EYE OF THE BEHOLDER ★ STAR BLADE ★

INSIDE

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PRESS start

Welcome to the December issue of Mega Power. Once again our cover disc has succumbed to the Mega Power jinx. We'd planned to bring you a playable demo of Core Design's *BC Racers*. However, Core have been making some major design changes to improve the game, and felt that the demo they had wouldn't be representative of the final product. So it's been postponed until next month (touch wood).

Nevertheless, we've brought you an equally impressive demo of *Mickey Mania CD*. Many thanks to Sony for their cooperation at short notice – we'll even forgive them for the *Flashback* fiasco!

Inside this issue you'll also find a full review of *Mickey Mania*, along with reviews of *Lethal Enforcers II CD*, *Novastorm*, *Dungeon Master II*, *Eye Of The Beholder* and *Star Blade*. Phew! There's also a preview of US Gold's forthcoming Mega-CD golf sim *World Cup Golf*. With all these Mega-CD games, there wasn't room for any Mega Drive reviews this month.

I hope you enjoy both the demo and the magazine and continue to read Mega Power in the months ahead.

Phil King

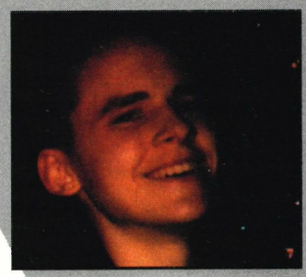
phil king

After playing EA's *PGA Tour Golf* games to death, Phil decided he'd like to have a go at the real thing. So off he went with his bag of clubs to the golf course, thinking he was going to be the next Ernie Els. What he didn't realise is that real golf is a darn sight harder to get into than on the consoles. After completely missing the ball countless times, and hacking up huge clods of turf, he eventually managed to complete the 18 holes... in a 'world record' score of 211 strokes!

mark hill

Our longest-serving contributor, Mark has been a bit busy lately and only had time to do one review in this issue. But fear not, he promises he'll be back next month with reviews of two new JVC Mega-CD beat-'em-ups: *Samurai Shodown* and *Fatal Fury*. As the Games Editor on SEGAPRO, Mark is always on the phone to software companies and importers, making sure we get the latest games before anyone else. What a star.

Mark P



Mega Power's new contributor has recently moved from Paragon's tips magazine SEGA XS to SEGAPRO where, unsurprisingly, he's taken over the tips section. So what better person to do our Game Busters section in Mega Power? The hard-working lad has also done a fair few of the reviews in this issue. We're sure you'll enjoy reading Pilky's tips and views, and maybe you'll even get used to his unique sense of humour!

Extra-special thanks to DREAM MACHINES in Hartlepool (0429 869 459) and VIDEO GAMES CENTRE in Bournemouth (0202 527 314) for supplying our import games.

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Mega P

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MICKEY MANIA

Find out how to become a world-famous cartoon character and star in this month's *Mickey Mania* CD demo on page 10...

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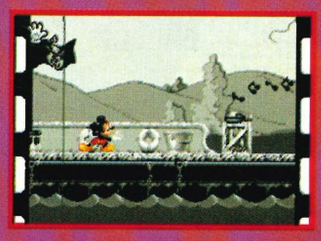

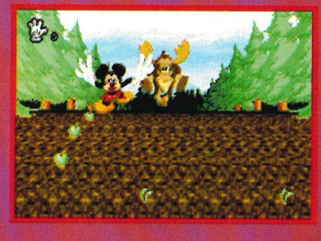

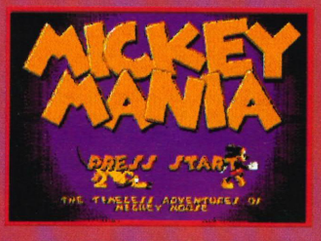

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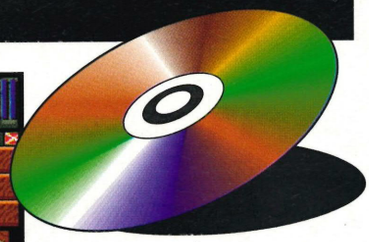

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It's time to go down into the dungeons for another epic adventure. Can JVC's sequel recapture the magic on Mega-CD?

MICKEY MANIA . . 12

Sony take the Mickey and put him into seven of his most memorable cartoons in this platform adventure.

© Disney

POWER NEWS

DOMARK HOP TO IT

Domark have announced that they'll be converting two of Bullfrog Productions' award-winning games to the Mega-CD. *Syndicate* and *Theme Park* will be enhanced from their Mega Drive incarnations, using 3-D graphics taken from the PC versions, together with all-new material from Domark. Both games should be released in the spring of 1995.

Syndicate is based in the future, when crime syndicates rule the world, controlling the people with their virtual reality mind-chips. It's a ruthless battle for global domination – and you play one of the bad guys, trying to gain more territory off rival syndicates. This is achieved by sending four of your cyborg agents into countries to complete various missions, ranging from killing enemy agents, assassinating politicians and kidnapping scientists. The ultraviolent shoot-'em-up action has you mowing down enemies (and innocent bystanders) with an arsenal of automatic weapons – you can even set people on fire with a flame-thrower. However, it's also very tactical as you upgrade your cyborgs and weapons throughout the game.

Theme Park uses a similar isometric 3-D view, but is a completely different kettle of fish. Here you can design and run your own pleasure park, building various rides such as roller coasters. The aim is to create a viable attraction that'll make you as much money as possible.

GOING FOR A CD SPIN

Race Drivin', the supercharged sequel to the classic Atari coin-op *Hard Drivin'*, is to be converted to the Mega-CD for release on import. As with its predecessor, it aims to give players a very realistic feeling of driving a car. There are two extra tracks to *Hard Drivin'* for extra variety. The Autocross circuit is a triangular speedway, while the Superstunt track is more interesting with the road rising right into the air for giant loops and a corkscrew. There's also a track editor, enabling you to build your own custom tracks.

You may remember that *Race Drivin'* was released on MD import last year – and reviewed in Mega Power. The main criticism of that version was the lack of competitive racing on the new circuits – you only got to race the Phantom car on the old Speed and Stunt tracks. Hopefully this will be rectified in the CD game which will feature faster, smoother polygon graphics.

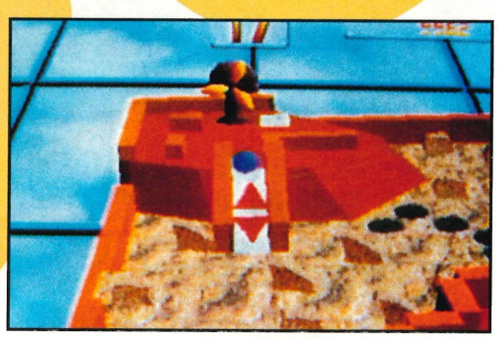
Japanese gamers can expect to see this released around Christmas, so if you're a fan of the *Hard Drivin'* coin-op, watch out for it on import.

BALL CONTROL

News of an interesting Mega-CD title reaches us from Japan. *Tama* is the name of game and the spherical hero. The beautiful and peaceful world where Tama lives has been invaded by the evil Warudama. You have to defeat the latter and return the land to peaceful times.

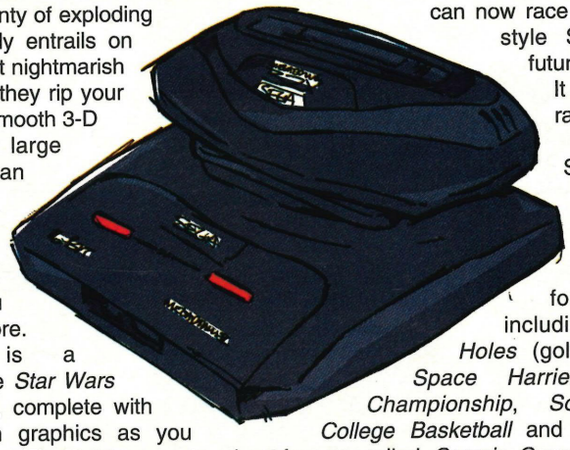
Travelling through mazey woods, rocky mountains, athletic grounds, cemeteries and ruins, players must reach Warudama in as quick a time as possible. The levels are quite unique – you don't actually control Tama directly but guide him by slanting the field of play. By tilting and rotating the 'land tables' you can lead Tama to his goal.

All becomes clear when you discover that 'Tama' is the Japanese word for 'ball' – hence the reason you can roll him around. *Tama* could well be one of the most original titles of the year on the Mega-CD. Set for release in Japan by Time Warner Interactive, this should be available on import at the beginning of December.



SEGA 32X TRIO

Sega are supporting the launch of their much-vaunted Mega Drive 32X add-on device with a trio of massive releases this Christmas. Perhaps most impressive of all, *Doom* is a conversion of the popular PC blast-'em-up where you explore maze-like corridors and rooms, viewed in a first-person 3-D perspective. The good news is that the 32X version retains all the gore, with plenty of exploding heads and bloody entrails on show as you blast nightmarish creatures before they rip your throat out. With smooth 3-D graphics, 30 large levels and an arsenal of weapons to play with, it's guaranteed to have you screaming for more.



Next up is a conversion of the *Star Wars Arcade* machine, complete with glorious polygon graphics as you blast those Tie-Fighters to smithereens. As in the arcades, there's a neat two-player mode where one player pilots the ship and his comrade controls the guns. The ultimate aim, of course, is to progress through the missions and destroy the Death Star itself in that classic flying-down-the-trench sequence.

Last, but certainly not least, *Virtua Racing Deluxe* will be a specially enhanced 32X version of the popular racing coin-op. Featuring more detailed and smoother graphics than the normal Mega Drive cart, it also improves on the coin-op with two new tracks and three different cars. As well as the usual Formula 1 car, you can now race in a *Daytona*-style Stock Car or futuristic Prototype. It should prove a racing success.

In addition, Sega has around 40 more 32X titles in development for next year, including *36 Great Holes* (golf sim), *Super Space Harrier*, *Motocross Championship*, *Sonic Chaotix*, *College Basketball* and an interesting beat-'em-up called *Cosmic Carnage*. There will also be enhanced 32X CD titles, including *Fahrenheit* and *Midnight Raiders* – although you'll have to wait till at least February for these.

32X TO THE CORE

Core Design have announced plans for several 32X and Saturn games for release in 1995. The Derby-based software house hope to score a hole-in-one on both 32-bit machines with an amazing golf game called *Tee Off.* It will feature real-time undulating 3-D texture-mapped terrain and rendered 3-D players – all created using Silicon Graphics workstations.

Another Saturn game in development is *Swagman*, an RPG based on a child's nightmare, with lots of weird characters and strange perspectives. This huge game will be spread over several different game maps, within which you'll be able to access lots of different locations, which grow like the Tardis as you enter them.

Other Saturn projects include the racing game *Fractal Racer*, *Tomb Raiders*, *Secret Forces* (now unfortunately scrapped on Mega-CD) and the eagerly awaited sequel *Battlecorps 2*. Specially enhanced 32X version of *Soulstar*, *Thunderhawk* and *BC Racers* are also planned for 1995.

POWER DATES

November

Dino Dini's Soccer	Virgin	Mega Drive	UK
Ecco 2	Sega	Mega Drive	UK
Ecco 2	Sega	Mega-CD	UK
FIFA Soccer '95	EA Sports	Mega Drive	UK
Flink	Psygnosis	Mega Drive	UK
Jimmy White's Whirlwind Snooker	Virgin	Mega Drive	UK
Lemmings 2	Psygnosis	Mega Drive	UK
Lethal Enforcers II	Konami	Mega-CD	UK
Lethal Enforcers II	Konami	Mega Drive	UK
Lion King, The	Virgin	Mega Drive	UK
Mickey Mania	Sony	Mega-CD	UK
Mickey Mania	Sony	Mega Drive	UK
Micro Machines 2	Codemasters	Mega Drive	UK
Nigel Mansell's IndyCar Racing	Acclaim	Mega Drive	UK
Novastorm	Psygnosis	Mega-CD	UK
Pitfall: The Mayan Adventure	Activision	Mega-CD	UK
Pitfall: The Mayan Adventure	Activision	Mega Drive	UK
Powerdrive	US Gold	Mega Drive	UK
Probotector	Konami	Mega Drive	UK
Psycho Pinball	Codemasters	Mega Drive	UK
Rise Of The Robots	Time Warner	Mega-CD	UK
Rise Of The Robots	Time Warner	Mega Drive	UK
Second Samurai	Psygnosis	Mega Drive	UK
Soulstar	Core	Mega-CD	UK
Space Ace	Readysoft	Mega-CD	USA
Sparkster	Konami	Mega Drive	UK
Starblade	Sega	Mega-CD	UK
Star Wars Arcade	Sega	Mega 32X	UK
Syndicate	EA	Mega Drive	UK
Tiny Toons: Acme All-Stars	Konami	Mega Drive	UK
Who Shot Johnny Rock?	ALG	Mega-CD	USA
Wolverine	Acclaim	Mega Drive	UK
World Cup Golf	US Gold	Mega-CD	UK
WWF: Raw	Acclaim	Mega Drive	UK

December

Adventures Of Batman & Robin	Sega	Mega-CD	USA
Adventures Of Batman & Robin	Sega	Mega Drive	USA
Baby Boom	Sega	Mega-CD	USA
Baby Boom	Sega	Mega Drive	USA
BC Racers	Core	Mega-CD	UK
Doom	Sega	Mega 32X	UK
Dungeon Master II	JVC	Mega-CD	UK
ESPN Baseball	Sony	Mega-CD	UK
ESPN Baseball	Sony	Mega Drive	UK
Exo Squad	Playmates	Mega Drive	UK
F1: WCE	Domark	Mega Drive	UK
Flying Nightmares	Domark	Mega-CD	UK
Justice League	Sunsoft	Mega Drive	UK
Kawasaki Superbikes	Time Warner	Mega Drive	UK
Keio Flying Squadron	JVC	Mega-CD	UK
Lawnmower Man, The	Time Warner	Mega-CD	UK
Links	Virgin	Mega-CD	UK
Loadstar	BMG	Mega-CD	UK
Midnight Raiders	Sega	Mega-CD	UK
Mighty Max	Sony	Mega Drive	UK
Mighty Morphin: Power Rangers	Sega	Mega Drive	UK
New Breed	Accolade	Mega Drive	UK
NHL All-Star Hockey	Sega	Mega-CD	USA
Pinkie	Tengen	Mega Drive	UK
Race Drivin'	Time Warner	Mega-CD	Japan
Radical Rex	Activision	Mega-CD	UK
Radical Rex	Activision	Mega Drive	UK
Ratchet & Bolt	Sega	Mega Drive	USA
Rock 'N' Roll Racing	Interplay	Mega Drive	UK
Snatcher	Konami	Mega-CD	UK
Soulstar	Core	Mega 32X	UK
Tama	Time Warner	Mega-CD	Japan
Time Cop	JVC	Mega-CD	UK
True Lies	Acclaim	Mega Drive	UK
Virtua Racing: Deluxe Version	Sega	Mega 32X	UK

January

Bloodshot	Domark	Mega-CD	UK
Bloodshot	Domark	Mega Drive	UK
Cadillacs And Dinosaurs	BMG	Mega-CD	UK
Cannon Fodder	Virgin	Mega Drive	UK
Demolition Man	Virgin	Mega-CD	UK
Demolition Man	Virgin	Mega Drive	UK
Fatal Fury	JVC	Mega-CD	UK
Flink	Psygnosis	Mega-CD	UK
Hardcore	Psygnosis	Mega-CD	UK
Hardcore	Psygnosis	Mega Drive	UK
Itchy & Scratchy's Miniature Golf	Acclaim	Mega Drive	UK
Mary Shelley's Frankenstein	Sony	Mega-CD	UK
Samurai Shodown	JVC	Mega-CD	UK
Spider-Man TV	Acclaim	Mega Drive	UK
Star Gate	Acclaim	Mega Drive	UK
USHRA Monster Truck Wars	Acclaim	Mega Drive	UK

February

36 Great Holes	Sega	Mega-CD	UK
36 Great Holes	Sega	Mega 32X	UK
Another World 2	Virgin	Mega-CD	UK
Eternal Champions	Sega	Mega-CD	UK
F1: WCE	Domark	Mega-CD	UK
Fahrenheit	Sega	Mega-CD	UK
Fahrenheit	Sega	Mega-CD 32X	UK
Midnight Raiders	Sega	Mega-CD 32X	UK
Mighty Morphin: Power Rangers	Sega	Mega-CD	UK
Mortal Kombat II	Acclaim	Mega 32X	UK
Myst	Sunsoft	Mega-CD	UK
NBA Jam Tournament	Acclaim	Mega Drive	UK
NBA Jam Tournament	Acclaim	Mega 32X	UK
Surgical Strike	Sega	Mega-CD	UK
Tee Off!	Core	Mega 32X	UK
Wirehead	Sega	Mega-CD	UK

March

BC Racers	Core	Mega 32X	UK
Elite	Sony	Mega Drive	UK
Skeleton Krew	Core	Mega Drive	UK
Syndicate	Domark	Mega-CD	UK
Theme Park	Domark	Mega-CD	UK

April

DiscWorld	Psygnosis	Mega-CD	UK
Sensible Golf	Virgin	Mega Drive	UK

ELITE

high street charts

■ Compiled by Gallup in association with ELSPA

MEGA CD

1	(1)	4	FIFA International Soccer
2	(2)	4	Tomcat Alley
3	(3)	7	Ecco
4	(4)	2	Battlecorps
5	(7)	9	Ground Zero Texas
6	(6)	11	Sonic CD
7	(8)	3	Prince Of Persia
8	(10)	9	Lethal Enforcers
9	(5)	5	Batman Returns
10	(RE)	9	Silpheed

MEGA DRIVE

1	(1)	2	Mortal Kombat II
2	(2)	9	FIFA International Soccer
3	(NE)	1	Urban Strike
4	(4)	2	The Jungle Book
5	(3)	2	Super Street Fighter II

independent charts

■ Compiled with the help of Dream Machines

MEGA CD

1	(1)	4	Star Wars: Rebel Assault
2	(3)	8	Rise Of The Dragon
3	(2)	4	Vay
4	(5)	4	Heimdall
5	(7)	10	Lunar - The Silver Star
6	(4)	6	Heavenly Symphony
7	(9)	5	Wing Commander
8	(6)	8	Tomcat Alley
9	(NE)	1	Star Blade
10	(NE)	1	Eye Of The Beholder

MEGA DRIVE

1	(3)	5	Super Street Fighter II
2	(NE)	1	Battletech
3	(1)	3	Pulseman
4	(5)	2	Shining Force II
5	(4)	4	J League Pro Striker 2

RECOMMENDED

Phil and Mark reveal the games they've been playing this month...

MICKEY MANIA

mega-cd

After a fairly long absence from the console scene, Mickey Mouse returns in spectacular style. This time you can relive his greatest moments in seven of his most famous cartoons, starting in the black and white world of Steamboat Willie. Yes, each level is portrayed in the period style of the relevant cartoon. It's classic scrolling platform action as Mickey leaps around, throwing collected marbles at the baddies. There are also logical puzzles to solve and impressive bonus stages using two different 3-D styles.

phil: "Such stylish graphics, such addictive gameplay. What a star this mouse is."

mark: "It's all very polished stuff. You can really tell that Disney artists were involved in the production."

DINO DIN'S SOCCER

mega drive

We didn't have space to review Virgin's new Mega Drive soccer sim this month, but we've been playing it solidly in the office. It's by the creator of the Kick Off games, Dino Dini, and uses a familiar overhead scrolling view of the pitch. Only this time you can zoom it in and out – and rotate it for a horizontally scrolling field. The players now have realistic momentum and turning circles, so the controls take some getting used to. Once you do, there's a full World Cup tournament to compete in, incorporating 99 international teams.

phil: "I like this game even more than Sensible Soccer and FIFA. It's just so skilful."

mark: "The controls are tricky at first, but they allow you to do almost anything with the ball."

LETHAL ENFORCERS II

mega-cd

Konami's arcade shoot-out sequel is converted in fine style. Unlike its modern-day predecessor, it's set in the Wild West where gun-toting villains are running riot. The bandits yell out hilarious comments as they pop up in various scenarios, ranging from a stagecoach holdup to a classic saloon showdown. Quick reactions are needed to shoot them before they fire back, but watch out for innocent bystanders. Played using joypads or Justifier light guns, there's also a fun cooperative two-player mode.

phil: "It doesn't look that different from the Mega Drive game, but it's faster and tougher."

mark: "A cracking conversion. The corny Wild West atmosphere is brilliant."

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DEMO DISC

MICKEY MA

How to play your demo

This month's disc demo puts you in the shoes of the one and only Mickey Mouse. You can play the second half of the first level and see other scenes in a rolling demo. To view the latter, simply don't press anything when the title screen appears. Each time the demo restarts, a different game section will be shown playing itself for a few seconds.

To play the demo, press START on the title screen. You can then access the game options, letting you change the difficulty level and number of lives. You can also play with the Sound Test and see the Help Screen which shows you what all those mysterious objects and icons are.

When you start playing, Mickey's part of the way through the first level, set in his first talking cartoon, Steamboat Willie. First off, he has to jump past two balls swinging on chains. Pick up the small marbles between them: you can throw these at the baddies to kill them – or jump on their heads.

When you get to the inn, you'll reach an apparent dead end with a sign saying 'ring bells'. To open up the way, you need to jump up and ring the four bells at the top of the inn. You then have to defeat the big baddie Pete and jump onto his back to bounce up to the top of the crates.

That's enough help for now, apart from saying that when you reach the very end of the level, you have to destroy all four cogs. Have fun!

Controls

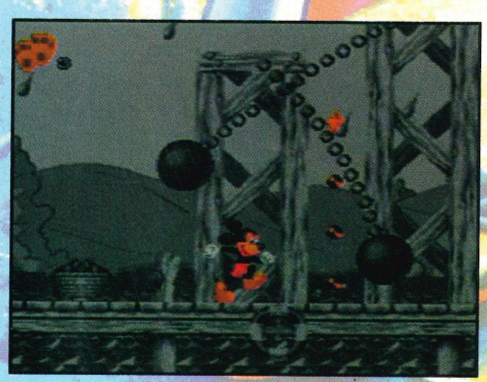
Controlling Mickey isn't very difficult. You can even switch the jump and throw buttons on the options screen. Here are the default controls...

Left/Right: Mickey runs in the relevant direction. To make him jump sideways, press left or right with the jump button.

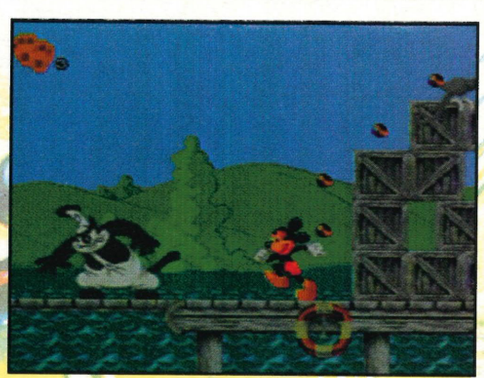
Down: Makes Mickey duck down to avoid flying baddies.

Button A or C: Either button makes Mickey leap into the air. Note that you need to hold the button down to get the maximum jump.

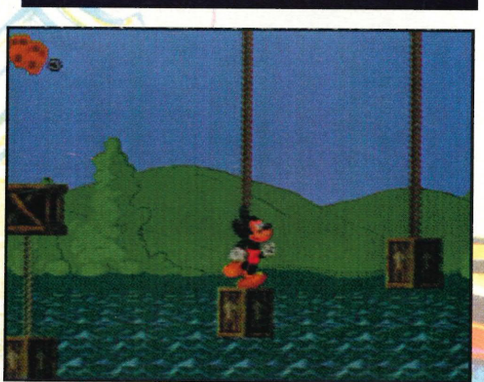
Button B: Mickey throws one of his marbles. These soon run out, but there are more to collect throughout the level.



▲ Avoid these two swinging balls at the start of the playable demo. Grab the marbles and star between them if you dare.



▲ Keep hitting Pete with marbles or jumping on his head to knock him down. Then bounce on his back to reach the top of the crates.



▲ Quickly jump on and off these crates before they drop from their ropes. Don't hang around or you'll fall down with them.

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Our special cutout inlay lets you store your demo disc with style in a proper CD case. The inlay has been designed to fit either slimline jewel cases (as used by singles) or standard ones (albums).

For a slimline case, simply cut around the dotted line, score along the fold lines and there you are. For a standard jewel case, cut out the inlay, score along the centre fold, put it in the case and trim off the excess.

OVERSEAS READERS

You can obtain a copy of The Lawnmower Man demo by ordering it directly from Mega Power. Just write a cheque for £3.95 sterling, made payable to Paragon Publishing Ltd, and send it to: Mega Power #16 CD Offer, Paragon Publishing Ltd, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

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MEGA POWER PRESENTS

MICKEY MANIA

PLAYABLE DEMO

TEN 10

THE DEMO

Mega Power proudly presents a playable demo of Sony's *Mickey Mania*. Step into the shoes of Mickey Mouse as he revisits one of his most famous cartoons: Steamboat Willie. Admire the period-style backdrops as you leap around the platforms, collecting marbles to throw at the baddies. Listen to Mickey's squeals of terror and delight as you play the second of the first level. With the magic of Disney animation and great gameplay, it's a whole lot of fun.

CONTROLS

Left/Right: Run in the relevant direction.
Down: Duck down to avoid flying baddies.
Button A or C: Either button makes Mickey leap into the air.
Button B :Mickey throws one of his marbles.

CREDITS

Many thanks to Sony Electronic Publishing for all their cooperation.
Special thanks to Caroline Stokes and Mickey Mouse.
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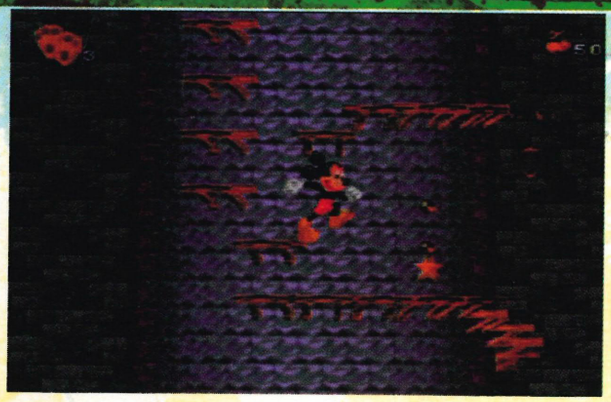
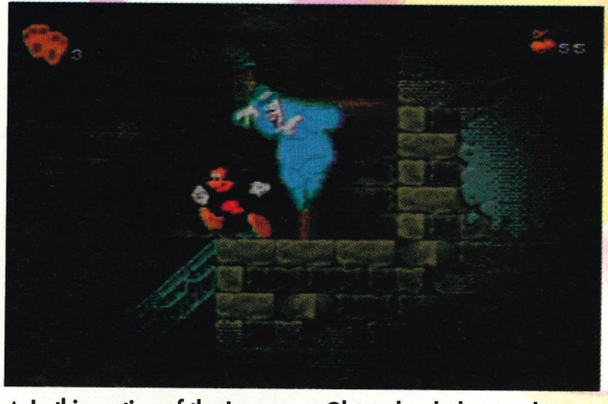


▲ One of the impressive 3-D stages has Mickey making his way down a tower. He has to jump the gaps in the spiral stairway while avoiding rolling barrels and bats.

▲ Mickey gets in the swing, using a chain to get safely across a pit of flames. Hear him squeal with excitement as he leaps around this polished platform game.



▲ In this section of the Lonesome Ghosts level, the spooky atmosphere is heightened by the use of a torchlight effect. Watch out for neon ghosts and vanishing stairways.

▲ In the Mad Doctor's lab there are a host of animated skeletons to get past. They even throw their bones at you, so keep your distance.

REVIEW

MICKEY MANIA

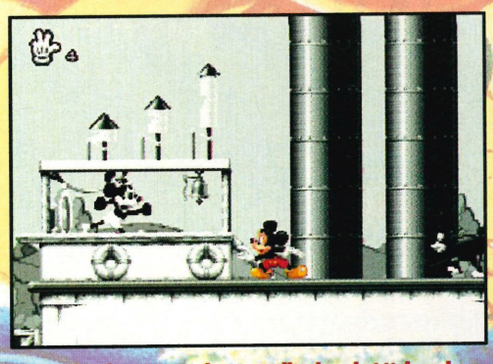
MEGA BLAST

That mouse is back – no, we're not talking about Mark Pilkington here, it's a 65-year-old mouse called Mickey!

Mickey Mouse is almost as famous as they get; even Rolf Harris isn't as well-known as this fellow! First created in the Twenties by someone called Walt Disney (I know, I've never heard of him either!), cartoons such as Steamboat Willie made Mickey an instant star. He may be 65 now, but the little chap is still going strong. Now you can star as Mickey in some of his most famous cartoons, courtesy of Sony...

Subtitled 'The Timeless Adventures Of Mickey Mouse', *Mickey Mania* is a celebration of one of the world's premium superstars. In the game, you act the role of Mickey as he replays seven of his cartoons, including classics such as 'Steamboat Willie' and 'The Mad Doctor'.

Working in close collaboration with Disney animators, the Southport-based programming team Travellers Tales have been busy putting together this tribute to the movie mouse. For perfect authenticity, sketches were sent from Disney in the US to the team of graphic artists at Travellers Tales who digitised them and then cleaned up the images for perfect animation.



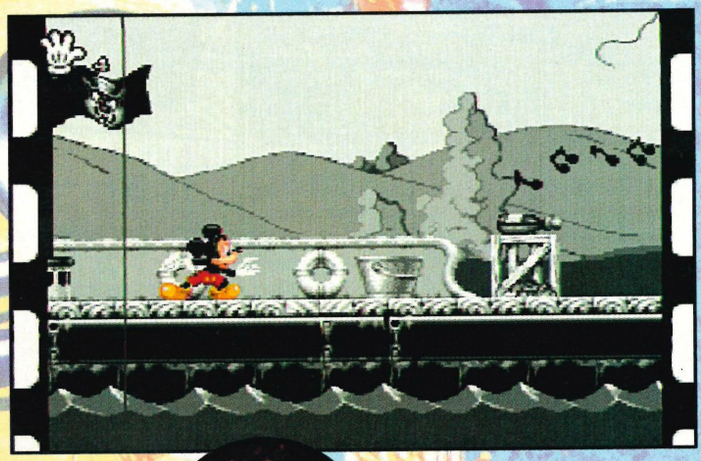
▲ In the first Steamboat Willie level, Mickey has to rescue an earlier version of himself. All the character here are drawn in period style.

The game's levels are all based on different Mickey cartoons, each a significant point in his career, such as his talking debut, the first time he was colourised, and Pluto's first appearance. These are all portrayed in the authentic period style, so you get to see exactly how things have changed through the years. The first level, Steamboat Willie, features black-and-white graphics and Twenties-style characters.

Each of the six main levels is divided into several scrolling platform sections. With just two buttons to worry about, controlling Mickey couldn't be easier. By picking up the many marbles that are found along each level, Mickey can then throw them at any baddies that he finds. You can't just go on a shooting frenzy though, since ultimately you'll run out of them – forcing you to resort to that trusty, familiar method of killing computer baddies: jumping on top of their heads. Mickey can also grasp hold of ropes and vines to swing across gaps with, as well as shove objects about to jump upon or off.

As well as the normal platform action, from time to time there are bonus stages. Some of these take the form of a cylindrical tower where Mickey must avoid the gaps to make his way up or down. Most innovative of all is the in-your-face 3-D chase, where Mickey runs out of the screen as he's chased by a moose. There's also the special Band Concert stage, where Mickey must jump upwards on crates blowing around in a whirlwind.

...One of the most polished platform games I've ever played

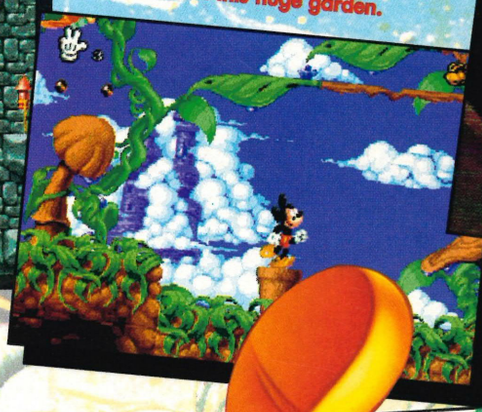


This is easily one of the most polished platform games I've ever played. The animation on each character is faultless: no glitches in the movement and no jerkiness. You can really tell that Disney animators were involved in the production. Soundwise too, a dazzling job is made – but this is anticipated really, what with it being a CD version. To be honest, it isn't that much of an improvement on the Mega Drive cartridge, with still only a few samples of Mickey's squeaky speech here and there to interrupt the music.

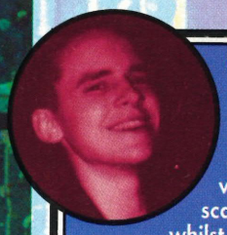
It's still a great game to play, though. As with most platformers it's easy enough to get into, and soon you'll find it impossible to lay down. With period-style graphics on every level, it captures the cartoon atmosphere better than any of Mickey's previous adventures. The classic platform action won't win any awards for originality, but there are a few interesting puzzles to solve later on and the 3-D bonus levels make a refreshing change – the moose chase is a real treat. Overall, another heart-warming performance from Mickey.

PHIL

▲ At last, Mickey meets the Mad Doctor at the end of the second level. He must defeat him to save his faithful mutt Pluto.



▼Mickey has to fend off giant insects in this huge garden.



Let's face it, people, everyone's seen games like this many, many times before. Basically, all you have to do is jump on the various platforms that are scattered around the levels whilst collecting the power-ups and shooting the guardians, right? Yeah, we've all been there before – but when a game's as well-produced as this then it sometimes makes all the difference.

Being honest with you, apart from becoming a little frustrating at times, this is a really good game! Soundwise, the CD-quality music is slap-bang out of the cartoons, and sounding just as good. Graphically, seeing as the actual animators from Disney have worked on this game, it's not surprising that it's a bit of a looker really.

In the long term, you're eventually going to get bored of prancing around through the same old levels time and time again – but don't all games get like that? The bottom line is that this is a great game, although next time around (when Mickey's 130) I want to be able to play as Pluto, right? He's the best!

MARK P

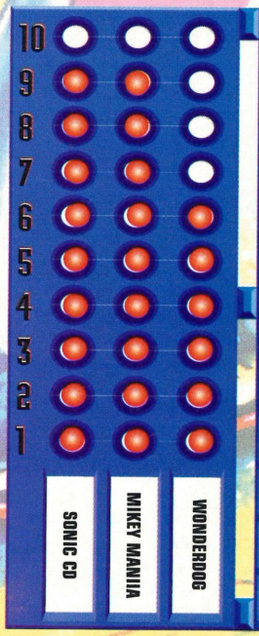
ITEMS, ITEMS – EVERYWHERE!

As you play around in the game, you'll no doubt notice some rather strange-looking objects, symbols and items hanging around...

MARBLES | EXTRA ENERGY | EXTRA LIFE | MARBLES LEFT | ENERGY LEFT | RESTART POINT

MP

"A very polished platform adventure that really captures the magic of Mickey's classic cartoons. Some innovative 3-D stages add extra variety in a very playable game."



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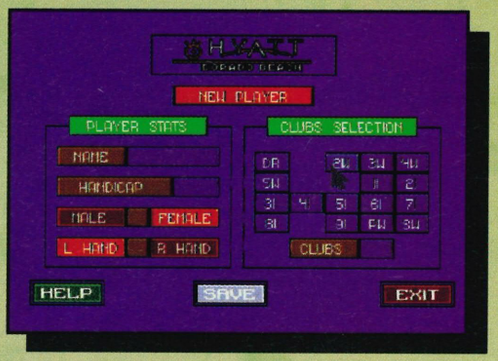
PREVIEW

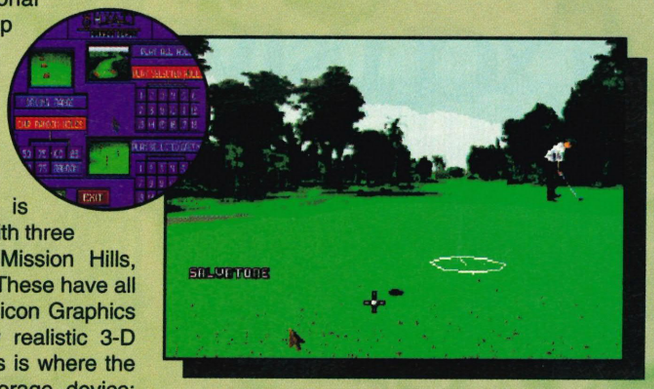
WORLD

After trying out real golf, and missing the ball most of the time, Phil King hopes for better results on the first Mega-CD golf sim...

▲ As in most golf games, you set the power by stopping a rising meter. Stop it again in the right place to avoid hook or slice.



▲ Enter the names of new players and choose their sex, clubs and whether they're left- or right-handed.



▲ Unlike the *PGA Tour* games, you don't get a contour map of the green. You have to read it with this slope indicator.

▲ Once you're on the green you can get your putter out. Position the cross-hair to aim your shot.

US Gold's second World Cup licence of the year (following the *World Cup USA* soccer game) is based on the prestigious international golfing tournament. In the World Cup of Golf, two-man teams from various nations compete in knockout matchplay to decide the winner. This year the Final is taking place on the Hyatt Dorado Beach course in Puerto Rico.

Unsurprisingly, this course is included in the video game, along with three others: Runaway Bay, Jamaica; Mission Hills, Thailand; and Mission Hills, China. These have all been painstakingly recreated on Silicon Graphics workstations to produce incredibly realistic 3-D views from any possible angle. This is where the CD comes in as the supreme storage device: there are hundred of Megabytes' worth of graphics. This is why the game is only being released on CD formats (including 3DO, CD32, PC-CD, CDi and eventually Saturn) – it would simply be too big to put on a cartridge.

With digitised golfer sprites and heaps of play options, US Gold claim *World Cup Golf* is by far the most technically advanced simulation of its kind ever to hit the market. Producer Steve Hickman says, "We have had to store an enormous amount of images and the non-CD based hardware currently available is just not far enough advanced. CD has allowed us to achieve this plus a lot more."

Up to four human players can participate in the game. It was originally going to be up to 64 (as on other version), but on the Mega-CD version this has been cut down due to the machine's memory limitations. Still, you get to choose a selection of clubs, your sex, and whether you're left- or right-handed.

Most impressive is the vast range of tournament options: no less than 15 different play modes, including medal and matchplay, various foursomes and greensomes, Texas scramble, Stableford, and one club & putter. You can practise the holes or greens of your choice, alter the weather conditions, and even select the dampness of the ground.

Teeing off, you get a glorious 3-D view of the fairway. Select a club, move the on-screen cursor, then take your shot. This is achieved using a standard golf power meter: click to make the bar rise, stop it at the required strength, then stop it again in the right place to avoid hooking or slicing.

As in any golf sim, there's various difficult terrain to negotiate such as rough grass, trees and bunkers. When you reach the green, you can 'read' it by moving a slope indicator around – admittedly more realistic than the contour map featured in the *PGA Golf* games,

Nevertheless *World Cup Golf* will certainly have to go some to match EA's standard-setting golf series. In such an incomplete state it's hard to assess it at the moment. So far the game has only a few complete holes and the digitised golfer sprites are yet to be included. Even so, the range of play options is staggering and the rendered 3-D scenery is extremely lifelike, with the views resembling photographs.

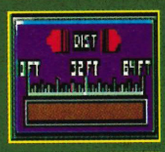
CUP GOLF

Shots are played using an on-screen aiming cursor and a variety of status displays and meters...

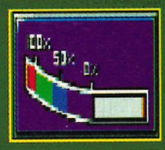
AIM
This appears when moving the cursor, showing you what type of terrain it's over and the distance from your golfer.

CLUB
Choose from the assortment of clubs in your bag. Woods are for long fairway drives; irons for shorter shots or playing out of the rough.

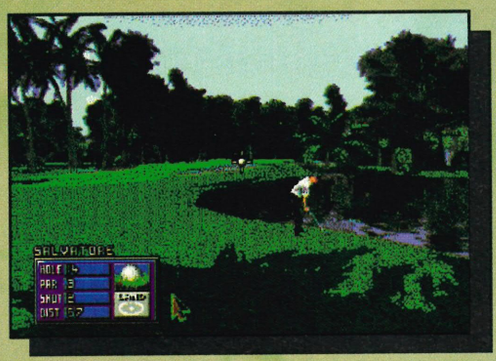
DISTANCE
This only appears when you're on the green. It's used to select the strength of your putts by stopping the power bar.



POWER
This meter is used to set the power of your normal shots. Stop the rapidly rising bar at the desired strength.



STATUS
The main panel display shows the number of shots taken, distance to the hole and what terrain your ball's in.



▲ What a lovely lake. The incredibly realistic scenery was created using state-of-the-art Silicon Graphics workstations.

▲ Whoops, bit of a dodgy shot there. You're now stuck behind these trees, so you'll have to chip the ball out onto the fairway.

▲ You've gone and knocked it out of bounds. You can choose to replay the shot or drop the ball near where it went out.

▲ Putting is pretty difficult on these greens. You have to get your aim and distance just right.

WORLD CUP GOLLF

US GOLD
£TBA
OUT NOW

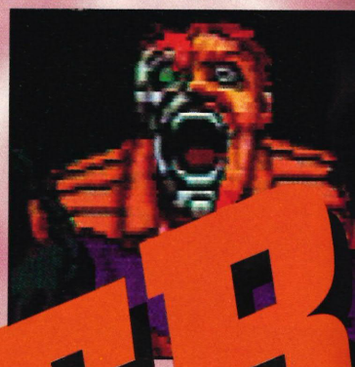
1-4 PLAYERS

MEDIUM ACCESS

SAVE GAME

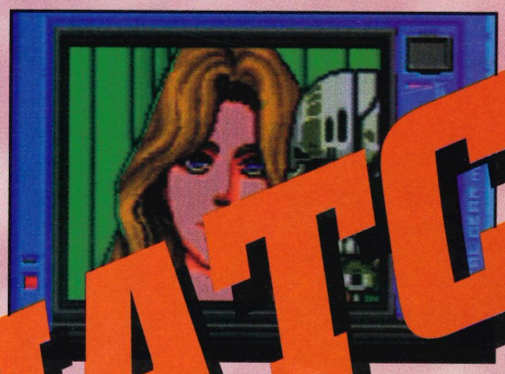
INFORMATION
0216253366

REVIEW



SNATCHER

Mark Pilkington investigates the mysterious cyborg Snatchers in Konami's futuristic detective game...



Snatcher is a game that holds lots of promise. With an intriguing plot featuring an army of Terminator lookalikes, comic-book graphics and brilliant sampled speech throughout, this RPG-cum-shoot-'em-up looks like it could turn out to be a bit of a classic. But if this proves to be so, then I'm afraid that your younger brother or sister won't be able to play it. Why is this? Well, it's been voluntarily rated '18'!

Thankfully, I'm over 18 myself, so I can play this game without fear of being arrested or corrupted. Being an 18-rated game, I'm expecting big things from this: blood, gore, violence, swearing and people being nasty to each other! This title is actually a bit of a hotchpotch, really. If you can imagine a mixture of Blade Runner, The Terminator, Akira and Playboy – The Censored Version, then you won't be far off what we have here. Graphically, this game has the visual appeal of a comic book. If you've ever read anything like 2000AD, then you'll know just what to expect: well-drawn characters and backgrounds, portrayed simply yet effectively.

There is also a fair smattering of CD speech thrown into the game. Whenever you come across an important event in the plot, the usual text descriptions will stop and the actual characters' voices read out the important events. It's all quite funny as well, because half of the characters sound like either corny B-movie stars or helpless bimbos!

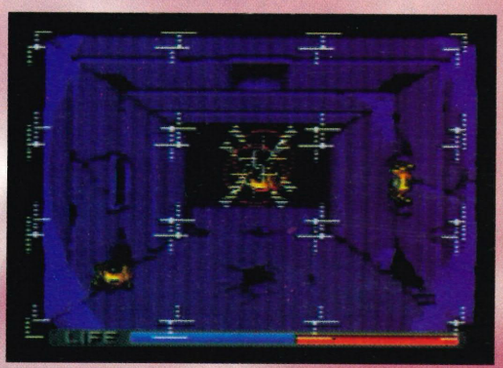
This is probably intentional though, as the game itself is peppered with in-jokes as your character spends most of his time chatting up anything wearing a skirt (and sometimes, not even that!). You play the role of a Junker (sort of detective) as he attempts to uncover the mysterious force behind the recent outbreaks of 'Snatchers' – killer robots who wear skin so that they'll blend in with ordinary humans.

The game goes something like this: start work, chat up secretary, get called out on duty, discover fellow Junker's been killed by Snatchers, fight Snatchers, return to work, chat up secretary (again), comfort colleague's daughter, chat her up, visit sleazy bar while investigating Snatchers, chat up dancer...

So how do you actually play this game? Well, you have six main options available to you: Move, Look, Investigate (to examine objects in more detail), Talk, Ask and Possession (to see and use the items that you're carrying). By selecting from these, and others which sometimes appear, you make your way around the game, gradually solving the mystery of the Snatchers by talking to various characters.

Occasionally, you'll have to take out your blaster and get firing at the Snatchers. A grid appears on screen and you basically have to select which area to shoot at. You have the option of using the Justifier light gun with this, but personally I got on just fine with the joypad.

So, from the outsider's point of view, this game has it all. Killer robots, women, action and women – where can Konami go wrong?



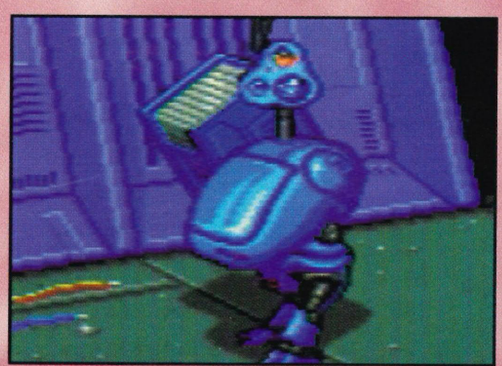
▲ The shooting sections are easy. Simply push the joypad to point at the right screen sector and fire.

For all its shortcomings, I have to admit that I thoroughly enjoyed playing this game. It's more of an interactive comic book than a proper adventure, as you're led from one place to another throughout the entire game, with little freedom to explore. However, the brilliant story line is so absorbing that you can't help becoming totally involved in the action. This is aided by some top-notch visuals that are straight out of a graphic novel, plus plenty of speech for the character dialogue – this game uses the CD better than most.

As for the odd bit of gore, I don't really think it's worthy of an '18' rating – after all, it is a cartoon. The sexual innuendo is just that: a bit of chatting up the girls, but nothing that would upset your Aunt Maud. And there are lots of jokes and amusing incidents to lighten the gloomy Blade Runner-style atmosphere, too.

All in all, Snatcher is a very slick adventure that'll have you glued to the screen from start to finish. I loved it.

PHIL



▲ Metal Gear is your trusty sidekick. He also has a typically cute robot voice.

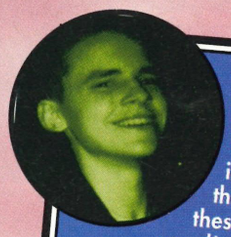
▲ Gillian tries out his brand-new lightweight Blaster. To aim it in the game, you can use a joypad or a Justifier light gun.

▲ Your robot sidekick Metal Gear comes in useful for lighting the way in dark places. He can also analyse collected evidence.

▲ At the local nightclub, you meet all sorts of dodgy characters – some of them can prove very helpful.

▲ Darn. Just when you thought you were getting somewhere with this lovely lady, she turns out to be a killer cyborg.

▲ At last, Mika the receptionist is starting to like you. Go on, ask her out on a date (for the seventeenth time!).



A big problem with this game is that it's as sexist as hell – not a problem for all us men out there, but I couldn't imagine a woman playing this game and enjoying it. In these so-called 'caring and equal' Nineties, when a game comes out that treats women like little more than sex objects, it makes you wonder just how far some software companies will go in order to boost their sales figures. Oh well, I guess games like this will appeal to the boys, eh?

The other main problem is that it's all a bit too easy to complete. By simply looking at and investigating every object and character in turn, you will always find the next piece in the puzzle and be led to the next scene. Good fun while it lasts, though.

MARK P

MP

"Adventure fans may find it all a bit too linear and easy, but the wonderful story line is ample compensation. Totally absorbing from start to finish and often very funny."

10 9 8 7 6 5 4 3 2 1

RASE OF THE DRAGON | SNATCHER | DUNE

SNATCHER

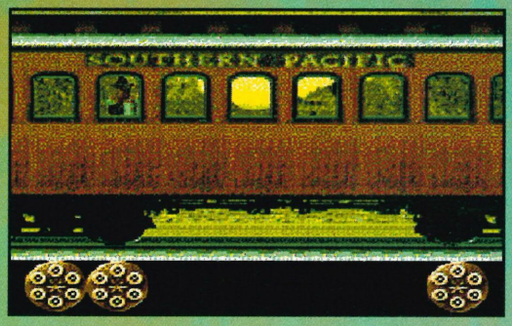
KONAMI
£44.99
OUT NOV

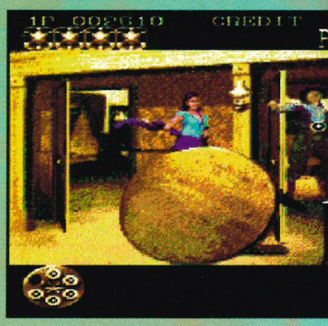
1 PLAYER | QUICK ACCESS | SAVE GAME | UK RELEASE

GAMEPLAY	82
GRAPHICS	89
SOUND	90
ADDICTION	75

OVERALL 85%

REVIEW





LETHAL ENFORCERS II Gun Fighters

Konami's shoot-out sequel takes us back to the Wild West, when the quickness of your trigger finger could mean the difference between life and death.

The original *Lethal Enforcers* coin-op was converted to the consoles last Christmas. That game was packaged with a Justifier light gun for pointing at the screen and shooting the baddies with. Although still compatible with these guns (available for £17.99 each), the sequel doesn't come with one included – resulting in a much-reduced price tag. It's also perfectly playable with a joypad, if you don't fancy shelling out.

Pesky bandits have taken over a quiet Western town and it's up to the Sheriff and Deputy – you and optional friend – to stop them in six levels. Each of these comprises several shoot-out scenes where baddies pop out from various angles. You have to be quick on the draw to shoot them before they fire back. Hits to the head or chest kill them instantly – otherwise two or three body shots are required to do them away.

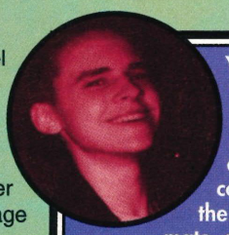
Things start off with a bank robbery as various masked villains, including gun-toting women, suddenly appear to blast you. Firing back, you have to be careful not to hit innocent bystanders, and make sure to reload your gun in time. Occasionally you'll see an power-up icon: shoot it to temporarily obtain a better weapon, such as a double-barrelled shotgun, flintlock pistol, powerful cannon or rapid-fire Gatling gun.

After several shoot-out scenes, the first level ends with a 'boss' firing cannons at you from the back of a wagon. Finish him off and your shooting stats are revealed, including number of kills, innocent victims and accuracy percentage. Do well enough and your ranking goes up. After every two levels you also get to play a bonus stage where bottles must be shot within a time limit.

Later levels include a scrolling stagecoach hold-up with villains and arrow-firing Indians on horseback. There's also a classic saloon showdown featuring knife-throwing Mexicans and pistol-packing mamas. Whichever of four skill levels you choose, you'll need sharp shooting to get through the game, so several continues are provided – these are shared in the two-player mode, so you need to cooperate.

Also available on Mega Drive cartridge, the CD version features an enhanced soundtrack, slightly faster action and is a fiver cheaper.

▲ At the end of level one, this guy appears in the back of a wagon. He continually fires cannonballs at you and takes a lot of hits to kill.

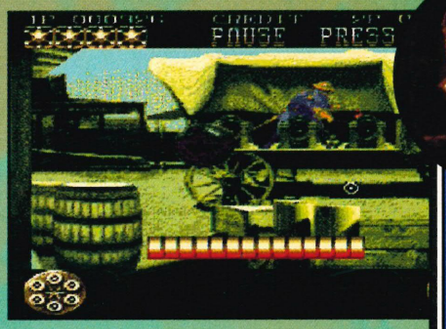


You can't really go wrong with a blasting game like this, and it's arguably as playable as its arcade counterpart. For real competitiveness, have a go at the two-player mode with a mate, and compare accuracy scores at the end of each round. With gun (or joypad) in hand, blasting the baddies has never been so much fun.

The in-game music and sound effects are really neat too. A brilliantly sampled 'You ainna gonna git me, sheriff!' (among others) screams out from one of the baddies once in a while. Brilliantly atmospheric stuff – especially as it's all much clearer than on the cartridge version.

The best thing of all about this CD conversion, though, is the faster pace of the action. The villains not only appear quicker, but fire faster too, so you really need excellent reactions. I also noticed some extra horse-riding baddies on the stagecoach level. This all makes the game slightly more challenging than its cartridge counterpart, but just as playable. Great fun.

MARK P



We've had the Mega Drive version of this game in for a few weeks now, and I've been totally addicted to the excellent shoot-'em-up action. So I was interested to see how the Mega-CD version would compare. Graphically it's almost identical, with the same digitised baddies popping up in the shoot-out scenes – no extra animation, detail or colour.

However, the enhanced soundtrack is a different kettle of fish. The excellent Wild West tunes have been upgraded to CD quality, so they're even more atmospheric than before. Another improvement is the much clearer and more varied speech from the baddies and bystanders. The horses on the stagecoach hold-up even whinny when you shoot them!

The only downside to the CD version is the occasional need to access data from disc. This entails a short delay (about ten seconds) between every scene, and before some of the end-of-level baddies start moving. It's a bit off-putting as you have to wait, finger ready on trigger, for the next scene to appear.

Otherwise it's just as addictive as its cartridge counterpart. A worthwhile conversion.

PHIL

▲ Here comes the cavalry... whoops, you just shot him! Quick, blast that flaming arrow out of the air before it hits you.

▲ Just one of the scenes from the bank robbery. That big geezer at the door takes some killing. Other villains jump through the window.

CERS

MEGA BLAST MP

...Slightly more challenging than its cartridge counterpart, but just as playable

GREAT GUNS

There are several different weapons that you can pick up in the game. These include...

SHOTGUN
The favoured weapon of yer average sheriff, this little beauty can sure pack a punch!

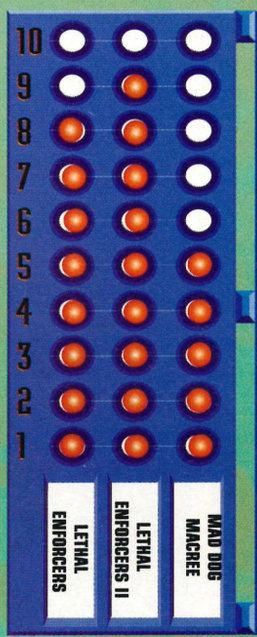
DOUBLE-BARREL
Twice the fire-power! The double-barrel power-up makes hitting your targets even easier than before.

CANNON
Now we're talking fire-power! This weapon is the most powerful you can get. The only disadvantage is that you can't reload.

GATLING GUN
With this weapon, you can fire a stream of bullets, enabling you to quickly deal with several opponents.

MP

"More fun to play than its predecessor, thanks to lots of corny Wild West humour. The CD version improves on the cart with clearer speech and faster, harder gameplay."



LETHAL ENFORCERS 2

KONAMI
£39.99
OUT NOW

1-2 PLAYERS | MEDIUM ACCESS | CONTINUES | UK RELEASE

GAMEPLAY	92
GRAPHICS	82
SOUND	91
ADDICTION	87

OVERALL 90%

PREVIEW

NOVASTO

Phil King ventures into deep space to take on a deadly computer virus in Psygnosis's latest blast-'em-up.

With their new 3-D shoot-'em-up, Psygnosis aim to blast away all memories of the disappointingly dull *Microcosm*. The programming team have concentrated on beefing up the blasting action for more playability, and this time there's even some interaction with the pretty backdrops.

The scenario is standard science-fiction stuff. A computer virus called SCARAB has infiltrated a massive computer network. Gaining access to high-tech weaponry, SCARAB has taken control of the three planets in the Bodor system. As the pilot of a prototype Scavenger spacefighter, you are given the mission of breaching SCARAB's defences on each of the planets, before heading for its huge space cruiser and finding a way inside to destroy the virus once and for all.

...Not quite the vast improvement over Microcosm we'd hoped for

The game begins with a typically over-the-top Psygnosis intro sequence featuring lots of rendered graphics, blue-screened actors and spoken dialogue to set the scene very well. And this is just the first of many such sequences – others crop up between stages to explain what's happening next. It all adds to the continuity and atmosphere of the gaming experience, as does the ambient soundtrack.

Novastorm has four multi-stage levels in all: the fiery volcanic planet Callinhor, the desert world of Kallum Kroll, the ice planet Quiggin, and the final attack on SCARAB's massive space cruiser. All of these contain four lengthy sections so, along with the approach to the last level through a perilous asteroid field, there's a total of 17 stages.

At first sight the 3-D action looks similar to *Microcosm* as your spaceship flies into the screen, hurtling past impressive FMV scenery. You move your ship around to blast at waves of enemies with a plasma cannon and charge-up weapon. There's no choice of route – you simply follow the preset path through the CD-accessed backdrops. However, there is some interaction with the scenery: you can now crash into it, rapidly reducing your shield level.

Reach the end of a stage and you're confronted by one of the big baddies. These either take the form of a high-tech defence installation (heavily guarded reactors etc) or giant creature.

With only seven lives to play with (and no continues or passwords), getting through the game's 17 tough stages will take some doing. Occasional power-ups help your cause, replenishing energy and giving you more powerful weapons such as twin cannons, extra smart bombs, and robotic drones that circle your ship.

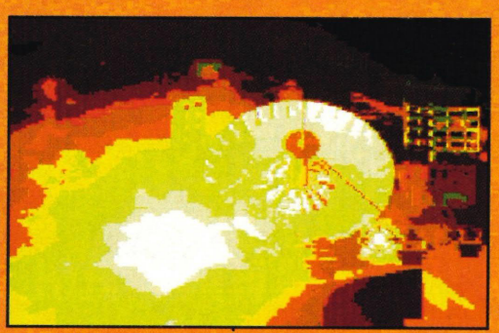
Microcosm was definitely overrated at the time and, while Novastorm is definitely an improvement, it still doesn't quite make the grade. It has its moments, including the way you have to quickly find a safe path through treacherous scenery on the later levels, weaving between girders and wires. And some of the big bosses are truly awe-inspiring – although surprisingly easy to defeat in some cases.

Unfortunately blasting wave after wave of baddies isn't much fun – especially when you have to repeat the early stages due to the lack of continues. This may make the game more challenging, but it's also a darn sight more frustrating!

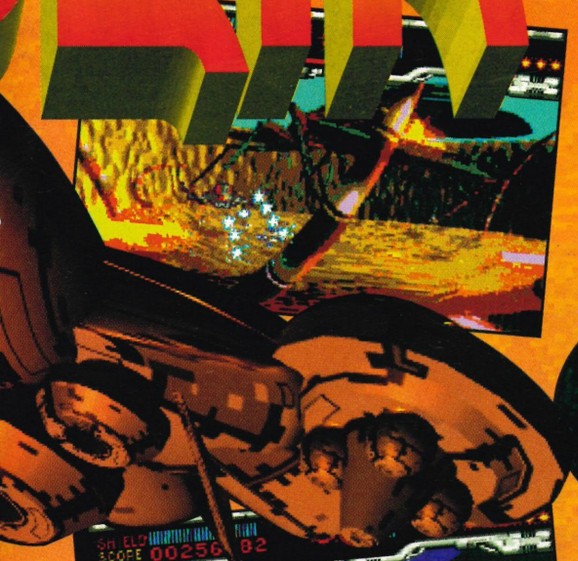
Overall I much preferred the excellent Rebel Assault. I know that some of the same criticisms can be levelled at that game – including the way you can't choose your own route. However, the Star Wars licence had the benefit of more varied action, including on-foot sections, plus passwords to ease the frustration.

MARK

▼ As well as a lengthy intro, there are rendered 3-D scenes between each stage.



3-D



▼ Whoah! Someone's turned your world upside down as you fly underneath the huge SCARAB mothership on the fourth and final level.

▶ Lots and lots of FMV rendered sequences are in this game. In fact, you seem to spend just as much time watching it, as playing it.

I can't help feeling a little disappointed at the end result of Novastorm. It's not quite the vast improvement over Microcosm we'd hoped for. Okay, so Psygnosis have made the action much more exciting with more enemies attacking at once, but it's still pretty slow-paced – particularly on the early stages. And although you can now smash into the scenery, this doesn't really come into play until the later stages, when you have to fly under and over ledges and through some very small gaps.

This is probably the best part of the game, along with the appearance of some truly memorable end-of-stage bosses. Favourites include the lava snake which bends forward to reveal a mouthful of sharp teeth – very scary. Another interesting boss is the flying beetle that you follow in the desert before it lands for a second confrontation: here spikes rotate at various heights on the screen, so you have to quickly move above or below them.

If only the main action was as interesting, Novastorm might have been a classic rather than just a fairly enjoyable blast.

PHIL

MP

"A bit disappointing at the end of the day. This 3-D shoot-'em-up has its moments, including some excellent big bosses, but the blasting gets repetitive."

10 9 8 7 6 5 4 3 2 1

MICROCOSM | NOVASTORM | REBEL ASSAULT

NOVASTORM

PSYGNOSIS
£44.99
OUT NOW

1 PLAYER | MEDIUM ACCESS | NO CONTINUES | UK RELEASE

GAMEPLAY	76
GRAPHICS	90
SOUND	91
ADDICTION	67

OVERALL 74%

REVIEW

Dungeon

Mark Pilkington has been called many strange things in his life. So he didn't mind playing the daft-named characters in this new RPG...

Being a former roleplayer, I was looking forward to this classic AD&D-style game. Unfortunately it is full of flaws that make it near unplayable. For a start, the CD-accessing delays are appalling. It takes about a minute for the adventure to start: you have to watch a yellow bar slowly making its way across the screen! Then there are more delays every time you enter a new (fairly small) area.

If you can stand this, the fiddly controls will have you tearing your hair out. Even the simplest task, such as picking up a key and putting it into a lock, is confusing and time-consuming to carry out. The real-time combat system is also very disappointing, with you simply clicking on your characters' weapons to repeatedly attack – not much time for tactics here.

This game is just too darned fiddly for its own good. And even if you master the controls, there's hardly any interaction with non-player characters – just more fighting. It all seems very dated.

PHIL

Way back in the mists of time, when computers such as Atari STs and Amigas were the most popular things since sliced bread, a game was released that the public went crazy over. Why this is, I'm not sure. Personally, I found it almost as interesting as, oooh, in-depth discussions about PCs and Internets! Now that the sequel has arrived, will things be altered? Let's hope so, after all, six years is sufficient time to create something REALLY special, right?

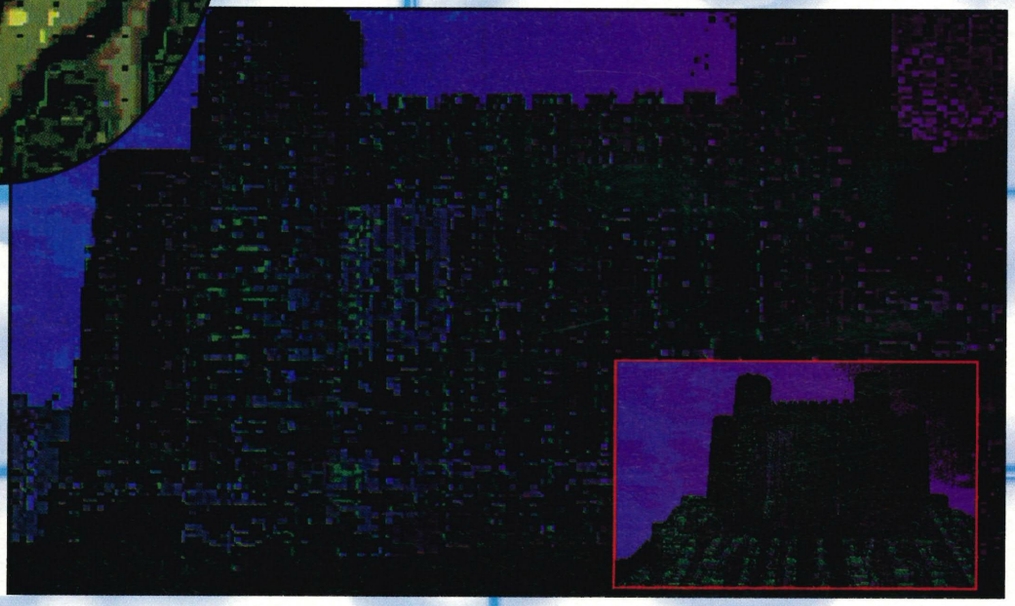
Based loosely on the AD&D roleplaying system, *Dungeon Master II: Skull Keep* starts off promisingly enough with an atmospheric intro screen showing a dismal and forbidding castle, illuminated by lightning. Creepy stuff.

After a lengthy loading delay, the adventure begins. Using almost exactly the same screen layout as the original game (six years ago now, remember!), you start off in some kind of cellar with only one character to your name. Scattered all around the cellar are the imprisoned bodies of adventurers who you can elect to free and join you on your quest. You can choose from all kinds of weirdos, ranging from dwarfs to barbarian women. They all look rather tough, as expected, but all have rather silly names – Uggo and Kol are two of the office favourites. The characters have various strengths and weaknesses: some are great fighters while others are dab-hands at casting magic spells.

The 3-D graphics are similar to that used in the original game, with the view jumping from location to location instead of scrolling. As you venture through the many corridors and rooms in this huge game, you find lots of interesting items. You'll often have to move heavy objects out of the way, unlock treasure chests and press switches to open doors. Items can also be swapped between characters and placed in their hands or backpacks etc. This is all done by dragging the on-screen arrow over various icons and boxes.

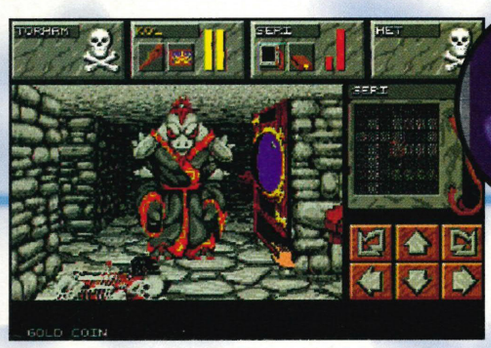
Of course, you'll meet many monsters on your quest, most of them very unfriendly. Combat with these is done by clicking on the weapons around the display of your four characters' positions. Unless attacked from behind, the two at the back can't join in, so it's best to place weaker or wounded characters at the rear. If a fighter loses all their hit points, their skeleton crumples to the floor. Wounds can be healed with various potions and spells found in the rooms – or bought from the occasional shop, along with better weapons.

Thankfully you can save your position to battery backup – and as death can be just around the corner, regular saving is recommended. Do you have what it takes to lead your party right through this massive adventure? Will it keep you interested long enough?

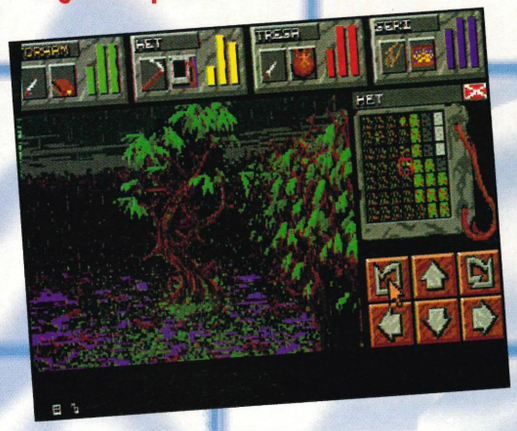


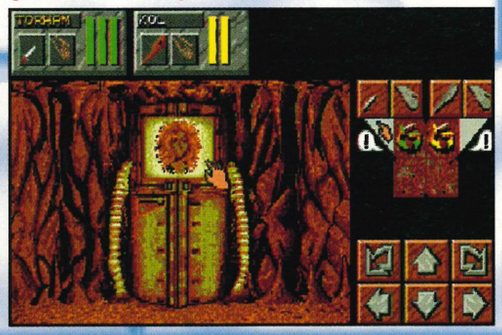
Master II
Skull Keep

▲ At the shop, all sorts of useful weapons, items and potions can be bought with the right amount of gold and jewels.

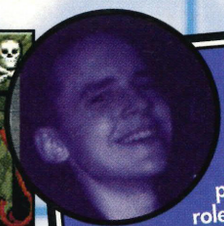


▲ Uh oh. This guy looks pretty vicious. In fact, he's already bumped off two of your party. Get your sword out, quick.





▲ At the start of the game, you get to free three more characters to join your party.



I've said it before, and I'll say it again – games like this just can't be called RPGs! People are just fooling themselves when playing this if they call it a roleplaying game. A true RPG should give you the chance to do anything at all. Obviously compromises have to be made in a computer game, but there's very little freedom to experiment in this one. Worst of all, the characters you meet are nearly all hostile – there's no chance to talk to or interact with them. Even one of the shopkeepers mysteriously attacked my party when I gave him some money!

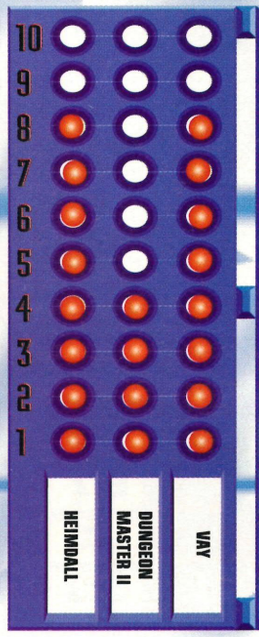
As for the graphics, things haven't improved much in the six years since the original game first came out. The view jumps jerkily as you move around, and the animation of enemies is still as poor as it comes. When you think about it, there is just so much more that could have been done with this licence: a scrolling view, realistic-sounding monsters, proper character interaction, actual speech, digitised characters, rotoscoped baddies – this is a CD game after all!

MARK P

Mega POWER

MP

"Around six years on from the original *Dungeon Master* computer game, the format looks a bit tired compared to modern RPGs. The incredibly slow disc accessing is very annoying."



DUNGEON MASTER II

JVC
£44.99
OUT NOW

1 PLAYER | SLOW ACCESS | SAVE GAME | UK RELEASE

GAMEPLAY	54
GRAPHICS	64
SOUND	50
ADDICTION	47

OVERALL
48%

REVIEW

EYE OF THE BEHOLDER

Mark Pilkington is incarcerated in a deep dark dungeon and forced to play the latest RPG...

Eye Of The Beholder carries the mark of an Advanced Dungeons & Dragons (AD&D to you and me) game. It was first released on the Amiga, ST and PC to much critical acclaim. Mind you, that was two years ago now, so how does this straightforward Mega-CD port-over fare now?

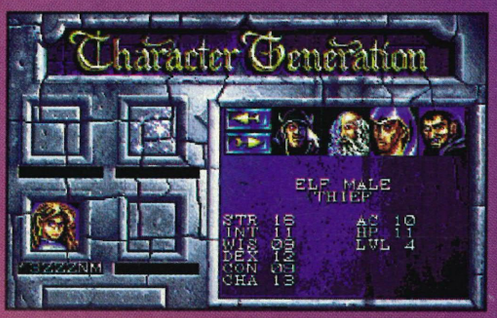
The game uses a very distinctive game engine and control system. You lead a party of rough and ready adventurers as they attempt to explore the darkest regions of the sewage system under an ancient city called Waterdeep. Problems start to arise when the really unresponsive control set-up begins to give you trouble. With the Sega mouse, its a little better, but who actually owns one of those obscure devices?

Every single character in the game has their own statistics and levels. The usual RPG stuff is in here: Intelligence (very important for any wizards in the game), Wisdom (important for clerics) and Charisma (you will use this when dealing with any non-player characters) and many, many more such personal stats. Armour Class, Hit Points and Experience all play their little part in the game as well, or do they? There is a good reason for my saying this...

You see, the actual interaction with other characters in the game is rarer than a Welsh rabbit singing Elvis. Most of the time, you'll just wander in and around the rooms and corridors, killing all that you can see. A true freeform RPG would allow you the chance to perform any action that you wanted, wouldn't it? Okay, so this fundamental aspect of roleplaying is always compromised by the restrictions of a computer game, but at least it would be nice to be bale to talk to other friendly characters once in a while.

If you deduct the brilliant sampled speech and rather funky house music that is heard throughout the game from the mix, then sadly, you're left a bit short-handed with this one. How long will we have to wait until someone out there sees the light and thinks that maybe revamping (if you can call it that) a two-year-old game and then selling it as a full-price product is a bit below the belt? WAKE UP!

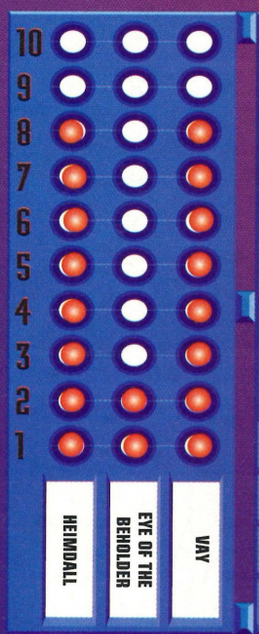
▲ The Camp Menu has lots of options to choose from, including the essential save game.



▲ As in AD&D, each character has six attributes including strength, intelligence and charisma.

MP

"Yet another dodgy port-over of an old computer game. It's dull to play with an awkward control system and mediocre graphics. There are much better RPGs around."



EYE OF THE BEHOLDER

IMPORT £54.95 OUT NOW

1-4 PLAYERS | SLOW ACCESS | SAVE GAME | USA RELEASE

GAMEPLAY	48
GRAPHICS	67
SOUND	92
ADDICTION	23

OVERALL 28%

REVIEW

STAR BLADE

▲ Warping to another dimension to face the next wave of polygon baddies in deep space. We laugh in the face of danger.

▲ Read up the specs of your brand-new Star Blade space fighter before taking it for a test flight. Hmm, dig that blue and green paint job.

▲ Your shield is nearly full as you take on yet more enemy spaceships. Just move the targeting cursor over them and blast them to smithereens.

Mark Hill climbs into the Star Blade for some intergalactic shooting in a remote corner of the galaxy. Oh no, not another *AX-101*, I hear you cry...

Imagine the scene in deepest darkest space. In the background, planet Red-eye looms – the destination in your first mission. But before the rotating and scaling canyon trenches of the planet's surface is reached there are numerous enemy fleets to destroy in and around the various star bases.

In a scene not unlike the mighty *Star Wars* affair, blue, white and red polygon shapes representing the enemy fleet attack from all angles. Missiles and lasers are the chief methods of attack, and like a *Lethal Enforcers* skirmish you need to destroy the threatening missile heads arriving as round circles before they are as big as the cockpit view you look out from!

As the wars rage with powerful laser bolts beaming across the screen like searchlights at a concentration camp, one eye is on your shield (reminiscent of *Silpheed*) whilst the other is fixed on the targeting cursor. Fear not about where you are going. I announce the sad truth now: you are the gunner and not the pilot. Therefore you have no say at all in the direction the Star Blade will take.

And so we have that usual old problem – pretty graphics and no gameplay. Just like *AX-101*, the mindless job of moving a cursor in eight directions across the screen and destroying anything that moves soon becomes tedious.

You can admire the cool swishy 3-D effects on your first few goes and then curse later on at the same old routes you'll need to endure every time you restart. Only four missions see you throwing your cursor across the screen in the hope that the genocide effect will clean up the screen of polygon shapes. So although the challenge is tough, the number of stages in nothing short of short!

There's no justice in a title that's good for a blast a few times before becoming monotonous. This Christmas Mega-CD owners will be looking at titles such as *Rebel Assault* and *Battlecorps* to satisfy their trigger-happy fingers. At least you get a pilot's say in the direction of a mission.

MP

"Like *AX-101*, this gains about as much interest as a current account with a hefty overdraft. Some superb 3-D scenes but very lacklustre gameplay."

10 9 8 7 6 5 4 3 2 1

REBEL ASSAULT | STAR BLADE | SILPHEED

STAR BLADE

SEGA
£TBA
OUT NOW

1 PLAYER | MEDIUM ACCESS | CONTINUES | UK RELEASE

GAMEPLAY	55
GRAPHICS	81
SOUND	58
ADDICTION	32

OVERALL %
53

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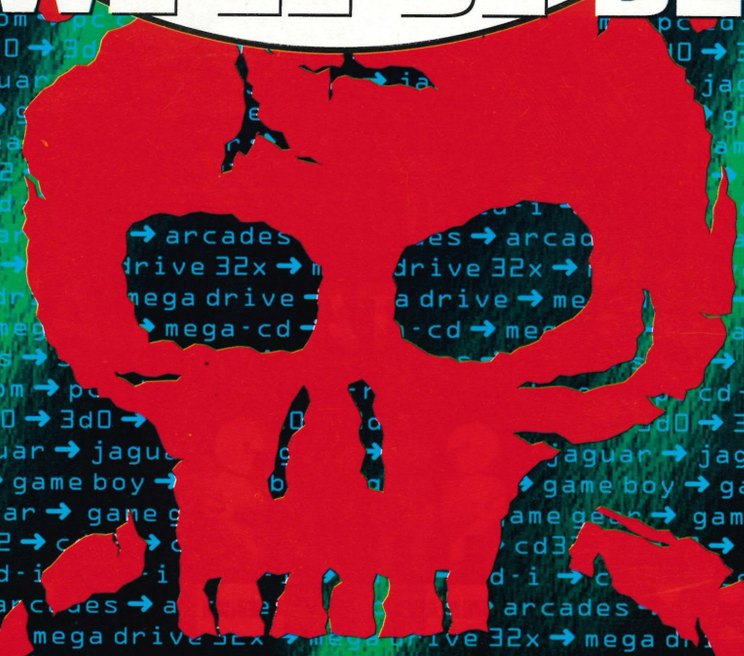
GAMES WORLD

THE MAGAZINE

IN '95 WE'LL BE BETTER!



All the big exclusives, brutally honest reviews and even our own Sky TV show! Don't settle for second best, spend the new year with the country's top gamers. If you only make one resolution this year make sure that you receive the UK's Ultimate Games Bible on the last Thursday of every month.

WE'LL SEE YOU IN '95!

FEEDBACK

As usual, we have some very interesting readers' letters in this month's Feedback. Do keep them coming. If you have any point to make about the magazine, the Mega-CD, or anything else, send your letters to: Feedback, MEGA POWER, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

MODEL ANSWER

Dear Mega Power,

I was pleased with your last issue of Mega Power and the very playable *Rebel Assault* CD and your offer of a free Star Wars model. I took my offer page to Dixons and they said they had none left: their two models had gone. Yes, two models! What chance had I of getting a Star Wars flying model? Could you please send me a model? Please? I would be very grateful if you could do this.

Also, have you any news of any more JVC *Star Wars* games which are currently available on the PC coming out on the Mega-CD or Mega-CD 32X. Is there any news on the Mega Drive 32X version of *Star Wars Arcade*?

Paul Blair, Ballyclare, N Ireland

Glad you liked the magazine and demo, Paul. As for the Star Wars offer, 2,500 models were distributed among the Dixons stores throughout the UK. As virtually every town in the country has at least one Dixons store, this meant that each shop only had a few models. So they were always likely to go very quickly. However, as I'm feeling in a good mood I'll send you my very own AT-AT model to play with. It's the only one I've got, though, so it's no use other readers pleading for a model!

JVC haven't yet announced any conversions of their other PC *Star Wars* games, but if they do, you'll be the first to know. We've played the 32X version of *Star Wars Arcade*, though, and it's a very good conversion – although ultimately a little repetitive. Watch out for the January issue of our sister mag SEGAPRO with the full lowdown on the game – plus reviews of 32X *Doom* and *Virtua Racing Deluxe*.

SEGA SLACKERS

Dear Mega Power,

I noted with great interest the letter from Ciarán Kelly in the September issue's Feedback, regarding availability of CD games in the UK. I must confess that this is a matter that I too feel somewhat strongly about. I think that Sega Europe treats UK Mega-CD users with utter contempt.

Mr Kelly used the example of *Dune CD* as a game that is 'yet to see the light of day' and indeed, even as I write now, as far as I know it is yet to be released officially in the UK. There are, however, a large number of games which appear to be quality efforts that are available outside of the UK, but for Sega's weak reasoning of marketing or suitability are destined no to be seen here.

In your answer to Mr Kelly's letter you mentioned that RPGs like *Vay* and *Lunar* only appeal to a minority of gamers. This may have been true with the earlier games on the Mega Drive which were reliant on statistics and had jerky controls, but surely the success of *Landstalker* and of Nintendo's *Zelda* series shows that there is a considerable market for GOOD RPGs in the UK.

Obviously, Sega is very preoccupied with 32X and Saturn at the moment and can't be bothered with giving UK Mega-CD owners a few games that would take very little effort to release. However, those few games would change quite a few thousand Sega customers' perception of how badly their console manufacturer treats them.

When the Mega Drive 32X is released in the near future, I for one will have doubts about whether it will be worthwhile buying. Of course it will be technically superb and there will be some great software available in Japan and America, but will Sega Europe once again delay games for long periods or even permanently in the UK? I personally can not envisage any change from them and no doubt over the next year or so we will be reading reviews of some excellent games on the new systems that will be available on import only.

Duncan McCullie, Leigh-on-Sea, Essex

I heartily agree with your sentiments, Duncan. Personally I reckon many unavailable Mega-CD RPGs could sell well in Europe if released officially. Look at the import charts and you'll see that games such as *Lunar* and *Vay* have been selling as well as supposedly more popular arcade-oriented titles. Hopefully Sega will see the error of their ways and give European Mega-CD owners at least a bit more choice. Well, we can but hope.

I think you're probably right about them concentrating on the 32X at the moment – if not the Saturn, whose official European release will be held back well into next year. Hmm, maybe you're right about the same sort of delays occurring with the new machines! But at least the 32X will be here on time, and with any luck we won't have to go to importers to get all the games for it.

A GOOD QUESTION

Dear Feedback,

I think it's great that there are now two Mega-CD magazines that give demos away each month. I have a few question to ask you. I hope you don't mind.

1. I am not a very happy Mega-CD owner, ever since I got the news that *Flashback* is not coming out for the Mega-CD. Why did Sony not want to release it? What was their reason?

2. Why have you stopped the A–Z of CD games? I thought it was great. I mean, every time I wanted a new CD game I could look it up and see if it was any good.

3. How much longer do I have to wait for *Another World 2* on the Mega-CD? Now that *Flashback*'s not coming out it will be the only adventure game that's any good.

4. Which out of these two games is the best racing shoot-'em-up: *Batman Returns* or *Mega Race*?

5. In one of your future issues why not give us a huge poster of Sonic? I think he's great.

6. In Issue 15, page 34, I read that you do have the *Flashback* demo. Why not put it onto the front cover so we could see what it would have been like? Also, could another company like Electronic Arts bring out the game instead of Sony?

7. Is *Splatterhouse 3* on the Mega Drive out on release in the UK yet, because I can't find it in my local shops?

8. Will Electronic Arts being out *Road Rash* on the Mega-CD? I've seen it on the 3D0 and it looks great.

9. Why doesn't anyone bring out a racing game on the Mega-CD with the fun gameplay that's found in *Mario Kart* on the (ahem) SNES?

10. Will Konami ever release any games for the Mega-CD?

11. How do I kill the last boss on *Silpheed*? He always lets off his big laser which kills me even when my shield's full.

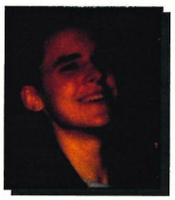
Well that's it for now. I hope you could answer all my questions. And thanks for printing my last letter.

John Kattri, Smethwick, West Midlands

PS. I know it's a little early but Christmas is not that far away so I'd just like to wish everyone at Mega Power, SEGAPRO CD and the other Paragon magazines a very happy Christmas and a happy new year.

1. Sony never gave us much of a reason, other than the long delays in the game's production.
2. Sadly we don't have the space to print it any more.
3. Bad news, I'm afraid. Virgin say that *Heart Of The Alien: Another World 2* is now likely to be released early next year.
4. Neither of them is that hot. I suppose the driving sections in *Batman Returns* are more fun that *Mega Race*, but you have to play through all the boring platform levels.
5. Does anyone else want a Sonic poster?
6. Hmm, a nice idea, but we can't publish it without Sony's backing. They also say that the game's unlikely to be released by another publisher.
7. As far as I know, it hasn't received an official release here.
8. There are no plans for Mega-CD *Road Rash*. The good news is that *Road Rash III* is due shortly on Mega Drive.
9. Core's upcoming *BC Racers* is very reminiscent of *Mario Kart*, although sadly the two-player mode had to be dropped on the Mega-CD version.
10. What do you mean, will they? They've already done *Lethal Enforcers* and now the sequel.
11. No idea. Does anybody else know?

GAME BUSTERS



Mark is dead, long live Mark. (Or something like that anyway!) Yeah, that's right, there's a new man in town – cheats are the disease, I am the cure; so if you have any tips and cheats that you fancy sending into me, then send them! The address is: GAME BUSTERS, Mega Power, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. A fashionable, funky and downright cool Mega Power sweatshirt is given to the sender of the best cheat. Get to it, people!

SKITCHIN' SUPER CODES

Spell out BADASS (B, A, DOWN, A, START, START) on the warning screen and you should hear a smashing sound. Now enter any of these codes:

ARMOR .....Player gets Grade 5 equivalent
MONEY .....Player gets $2000
SPEED .....Gives player 3 Nitros
THRASH .....Player gets best weapons
BEACH.....San Diego
BRONCOS.....Denver
CAPITAL .....Washington
CARS.....Detroit
HILLS .....San Francisco
JAYS .....Toronto
LIBERTY.....New York
PALMS .....Miami
PIZZA .....Chicago
STARS .....LA
TOTEM.....Vancouver

mega-cd

GROUND ZERO TEXAS

HANDY HINTS

There are about three bits in this game which most people get stuck on.

The first is in the Plaza Square. You will see a couple of cowboys holding rifles - ignore them. These guys are on your side! The majority of people just shoot at them straight away.

Next we come to the Main Street. You will see a bunch of people run by in front of your camera, pursued by an alien! Wait until everyone is clear before beginning to shoot at him.

The last tricky scene is near the Hotel window. A single Stormtrooper will jump out of a hole in the wall, the problem coming from the sheer speed that he moves at.

INXS: MAKE MY VIDEO HIDDEN FILM

Apparently, you can gain access to some hidden FMV by going to the options/help screen and highlighting "Top Ten Vid Editors". Now if you press and hold A, B and C whilst pressing right, you should see the film crew blowing up pool balls with an air gun. Blimey!

▲Looks like the Hulk couldnt get to the bargain Bucket in time, and got a little mad...

mega drive

B.O.B. 99 OF EVERYTHING

Before you put on your Mega Drive, plug in a second joypad, or if you don't have one then you just need to plug in the first one in the second port, and just press the A button. If the cheat has worked, then you should hear one of the sound effects at the beginning of the game. This code gives you 99 of each gun, 9 of each remo and infinite lives.

STREETS OF RAGE 3 NEW CHARACTERS

At the title screen, hold UP and B simultaneously, then press START. You will now be able to play as a kangaroo named, er, Roo. To play as Shiva, beat him at the end of level one, and as soon as he dies hold button B until the next level starts. You can now select him when you continue.

SAME CHARACTER

At the menu, move to 2 players. Press DOWN and C at the same time and you will hear a sound effect. At the select player screen, you can choose the same character.

MORE LIVES

Go to options and highlight the number of players. Take the second pad and press UP, A, B and C simultaneously. Press RIGHT with the first pad. You can now choose up to nine lives.

MORTAL KOMBAT REPTILE SONYA

I always thought there was something strange about that woman out of Mortal Kombat. Not only does she hit people, but it turns out that she's actually a reptile! To get the lass in her true greeny form, first enter the DULLARD code and put on flags 2 and 3. Put your first map on the Palace Gate. Now use the option plan base , to be sure that on the second endurance match, the second opponent is Sonya. Play the game as either Johnny Cage, Rayden or Sub-Zero. Make sure that you don't use up a continue. Also, don't use a death move the first time you enter the pit.

When you come to the second endurance match, you will play in the pit. Get double flawless and finish with a death move. Now you will play against Reptile. Defeat him and he will disappear in a puff of smoke. The green Sonya will now appear. She's very hard to beat. She can throw a spear, use a log toss, freeze opponents with an ice bolt and also use a shadow punch. Yowch!

Anthony Glover, Suffolk

MORTAL KOMBAT II

Two rather brilliant tips here. We've gone *Mortal Kombat II* mad this month, haven't we?

RANDOM SELECT: Hold UP and BLOCK on the choose your fighter screen, and the computer will choose your fighter for you.

SLIDE OFF THE SPIKES: On the Kombat Tomb, hold DOWN on both joypads immediately after doing a pit fatality. This will made your opponent slip off the spikes that he/she was gruesomely attached to, and fall to the floor with a whack.

MORTAL KOMBAT II SPECIAL MOVE

Reader James Jett from Berkshire has discovered a new *Mortal Kombat II* move! He calls it Rayden's Aerial Dive Attack – what a cool name, eh? You perform it by jumping then doing the dive attack combination (AWAY, AWAY, TOWARDS, TOWARDS) in midair. This move allows you to deck your opponents.

MORTAL KOMBAT II BRILLO COMBOS

Do you want loads and loads of brilliant tips for *Mortal Kombat II*? Take a peek at these crucial combinations...

Liu Kang: 1) Jump Backwards, Jump Up, Midair Fireball, Low Fireball.
2) Jump Towards, Flying Punch or Kick, Fireball, Flying Kick.
Kung Lao: Footsweep, Whirlwind Spin, Jumping Kick, Legsweep and repeat from start!
Reptile: Faceball, Acid-Spit, Uppercut, Slide, Acid-Spit.
Sub Zero: Ground Freeze, Uppercut, Slide.
Kitana: 1) Jump Kick, Jump Punch, Throw Fan.
2) Jump and Throw Fan in midair, Jump Kick as they land.
Jax: Legsweep, Throw, High Punch, Slam.
Mileena: Sai-Throw in midair, 2 Teleport Kicks, Roll Attack, Legsweep.
Baraka: Punch 4 times, Blade Fury.
Scorpion: Teleport Punch in midair, Legsweep, Throw.
Rayden: Flying Thunderbolt, Torpedo Attack, Lightning Bolt, Kick.
Johnny Cage: 1) Shadow Kick, High Green Flame.
2) High Green Flame, Shadow Uppercut.
3) Low Blow, Shadow Kick.

URBAN STRIKE

LEVEL CODES

Baja Oil Rigs:	**CR6S9LB7CHF**
Mexico:	**9LJVFGDT9GZ**
San Francisco:	**NBMT4SKB7SN**
New York:	**L6P7FKZR4KW**
Las Vegas:	**G3FLBD3XB63**
Underground:	**W7TCRSKB7SW**

PETE SAMPRAS TENNIS JOKES WITH PETE!

In the Human Vs Human mode, get one player to play as Pete himself. When it is your serve (not Sampras's), use button A. As soon as you have served, press diagonally DOWN-RIGHT on the pad and START at the same time. This will make Pete argue with the umpire and totally ignore the ball. This works every time!

▲ Using a lob shot often leaves you opponent running about madly...

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Mega POWER

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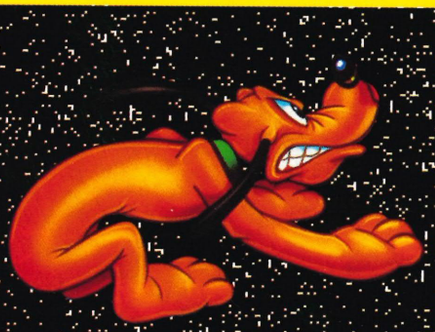

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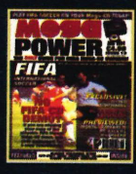

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Score with our fully playable demo of Psygnosis's stunning soccer sim. Play one-minute matches against the computer or a friend, introduced by stunning rendered sequences and accompanied by over a hundred different crowd FX. You can use all the game's options, including all the leagues and cups!

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DISC 7: BATTLECORPS & SOULSTAR DEMO

A special double demo disc containing both the previous playable demos from Core Design. Play the first three stages of the stunning space shoot-'em-up *Soulstar*, blasting waves of scaled 3-D enemies. And enjoy the entire first level of *Battlecorps*, striding around a texture-mapped landscape in your Bipedal Attack Machine.

DISC 8: THE LAWNMOWR MAN DEMO

Enter the virtual world to take on the evil Cyberjobe. Witness spectacular intro sequences before flying through electronic circuits in a fully playable stage from the game: Cyber Boogie.

next month

BC RACERS

With the recent problems that we've had with our disc demos, we can't promise what's going to be on next month's cover disc. But if everything goes to plan, it should be Core Design's BC Racers. This was originally intended for this issue, but had to be postponed because Core have been making some major design changes to the game. As previewed in Mega Power #13, this hilarious racing game features lots of wacky prehistoric characters racing each other through various 3-D landscapes. In our demo, you'll be able to race around one of the many tracks and get a real taste of this very funny and impressive-looking game.

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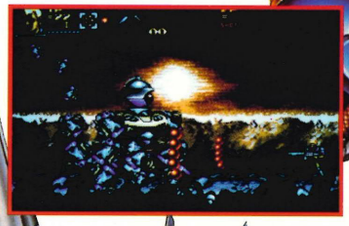

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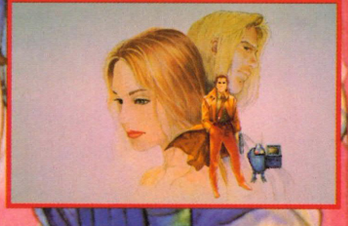

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